Light and Relic — The Living Provenance of the Arknight Shard (CRU000)

Zenodo Abstract prepared by Sebastian Blume, Hannover (2025)

Abstract

Light and Relic redefines provenance as a living act of documentation rather than a static record of origin. Conceived by conceptual artist Sebastian Blume (Hannover, Germany), the project transforms the Arknight Shard Cold Foil (CRU000) from the Flesh and Blood TCG into a contemporary relic whose surface becomes its own archive.

Through macro photography in hard raking light and a nine-segment focus-stacking process forty layers per segment combined into a single panoramic composite the card's micro-relief is rendered as a cartography of contact and time. Within this field, 114 individual micro-scratches are manually revealed, extracted as vector coordinates, and encoded into a canonical JSON data structure, where data becomes memory and the surface becomes archive.

The resulting dataset is cryptographically sealed through FES digital signatures (verifiable authorship) and OpenTimestamp anchoring on the Bitcoin blockchain (immutable chronology). Together, these layers define authenticity not as possession but as process an ethical and artistic gesture uniting act, object, and record.

By merging imaging science, cryptographic verification, and conceptual narrative, Light and Relic establishes a framework for what provenance can become when light, evidence, and memory converge into a single, self-remembering artifact.